



MARVIN'S MAZE
CONVERSION KIT
INSTRUCTION
MANUAL

SNK ELECTRONICS CORP.

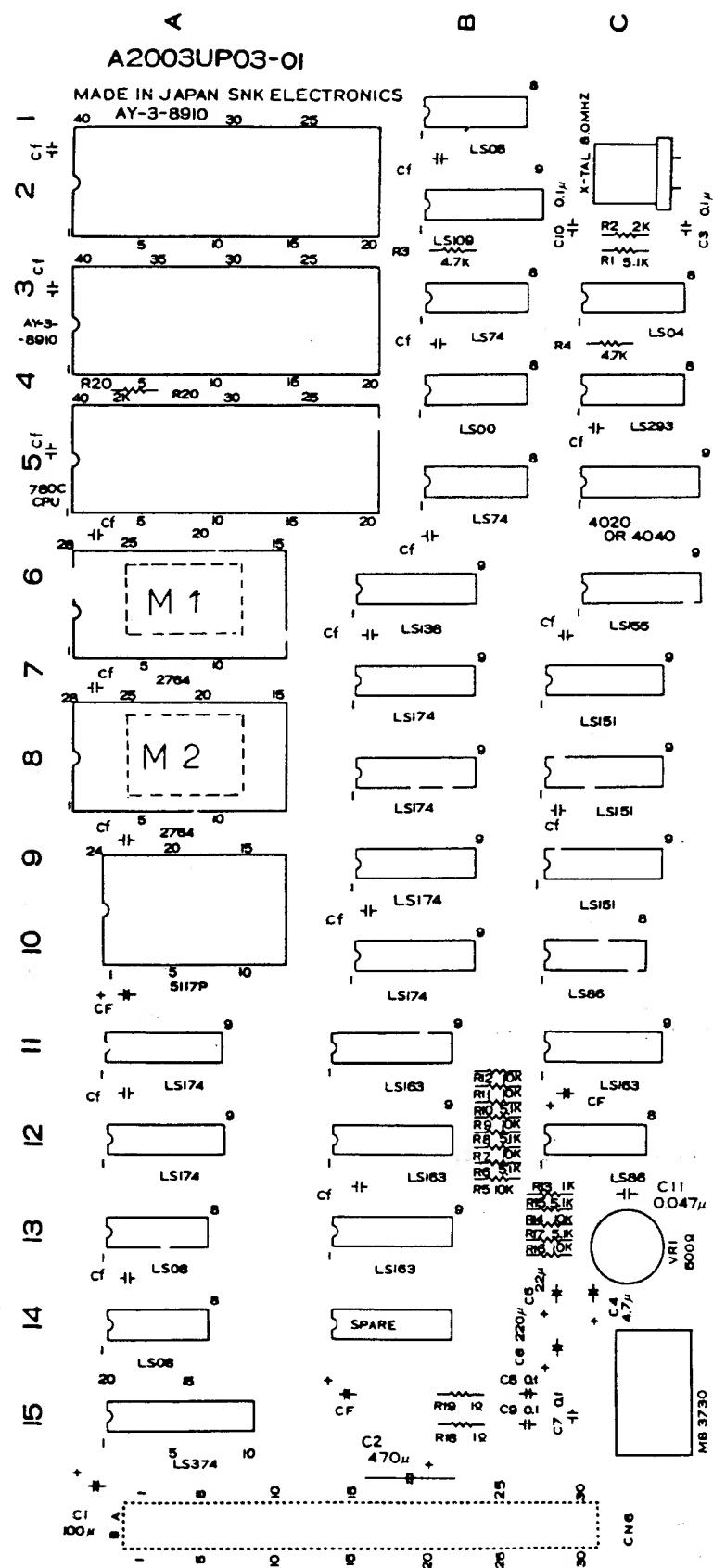
3043 KASHIWA STREET,

TORRANCE, CALIF. 90505

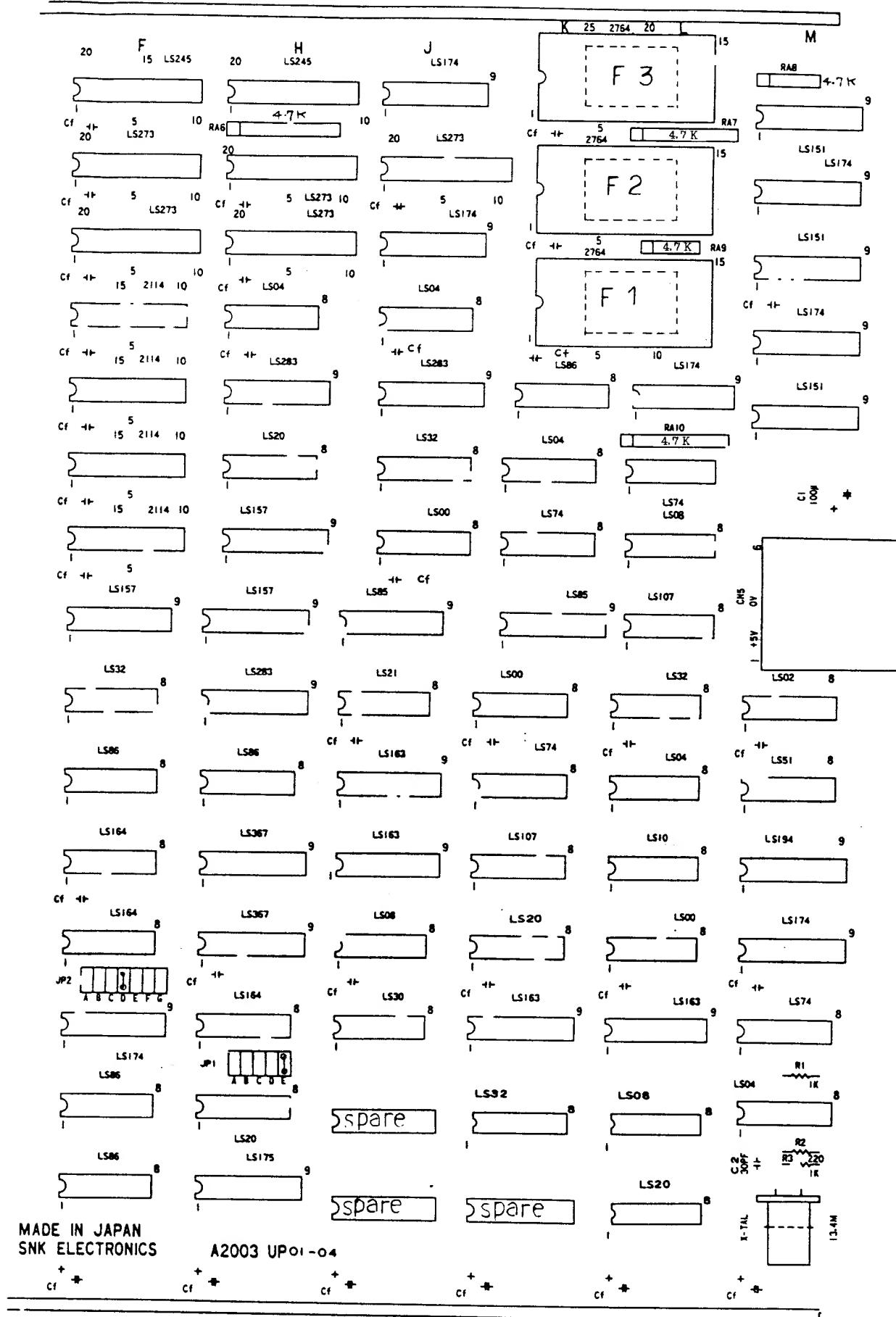
Phone: (213) 539-2744

TLX: 182426 SNK CORP.

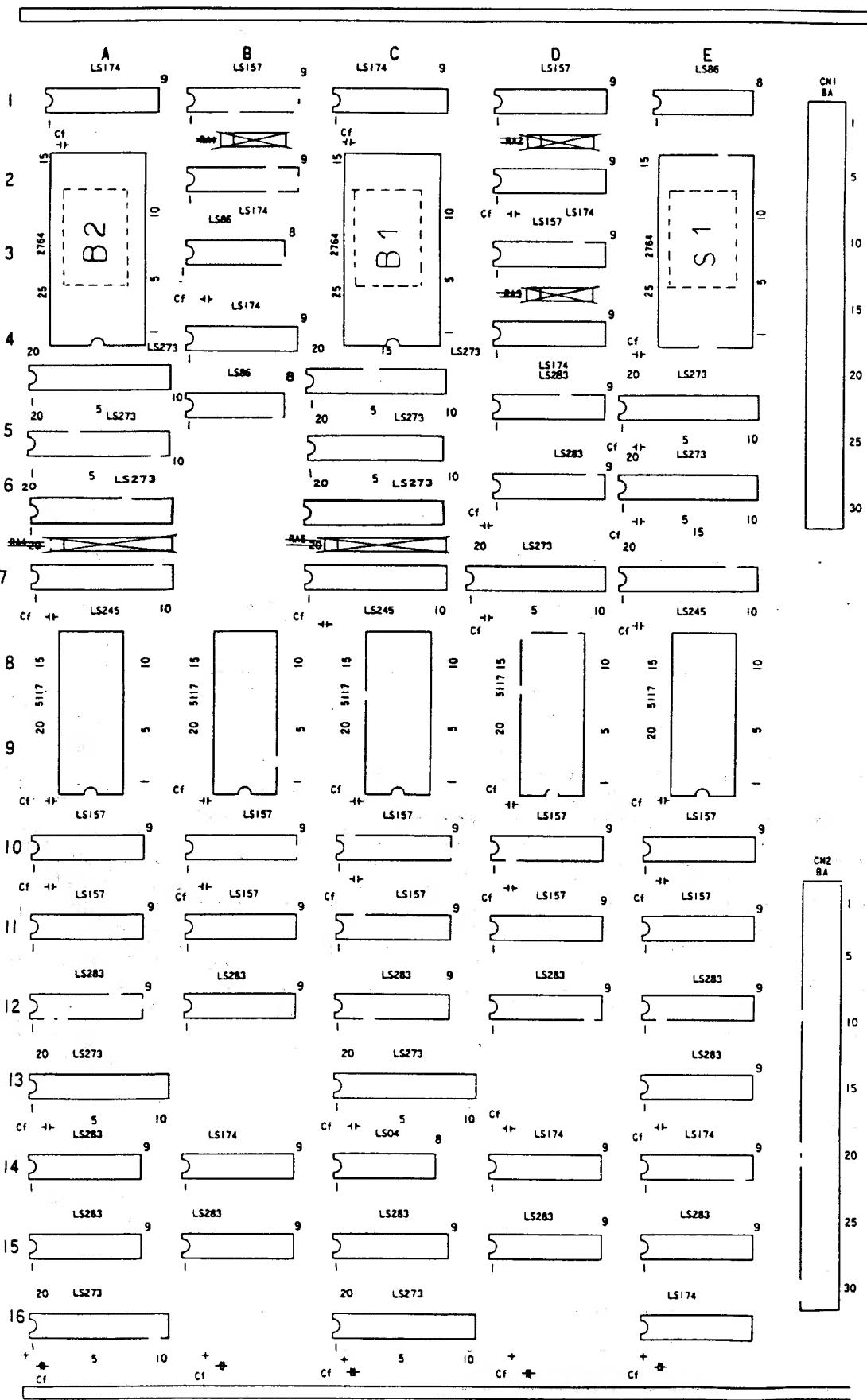
PARTS LAYOUT & NUMBER OF ROM



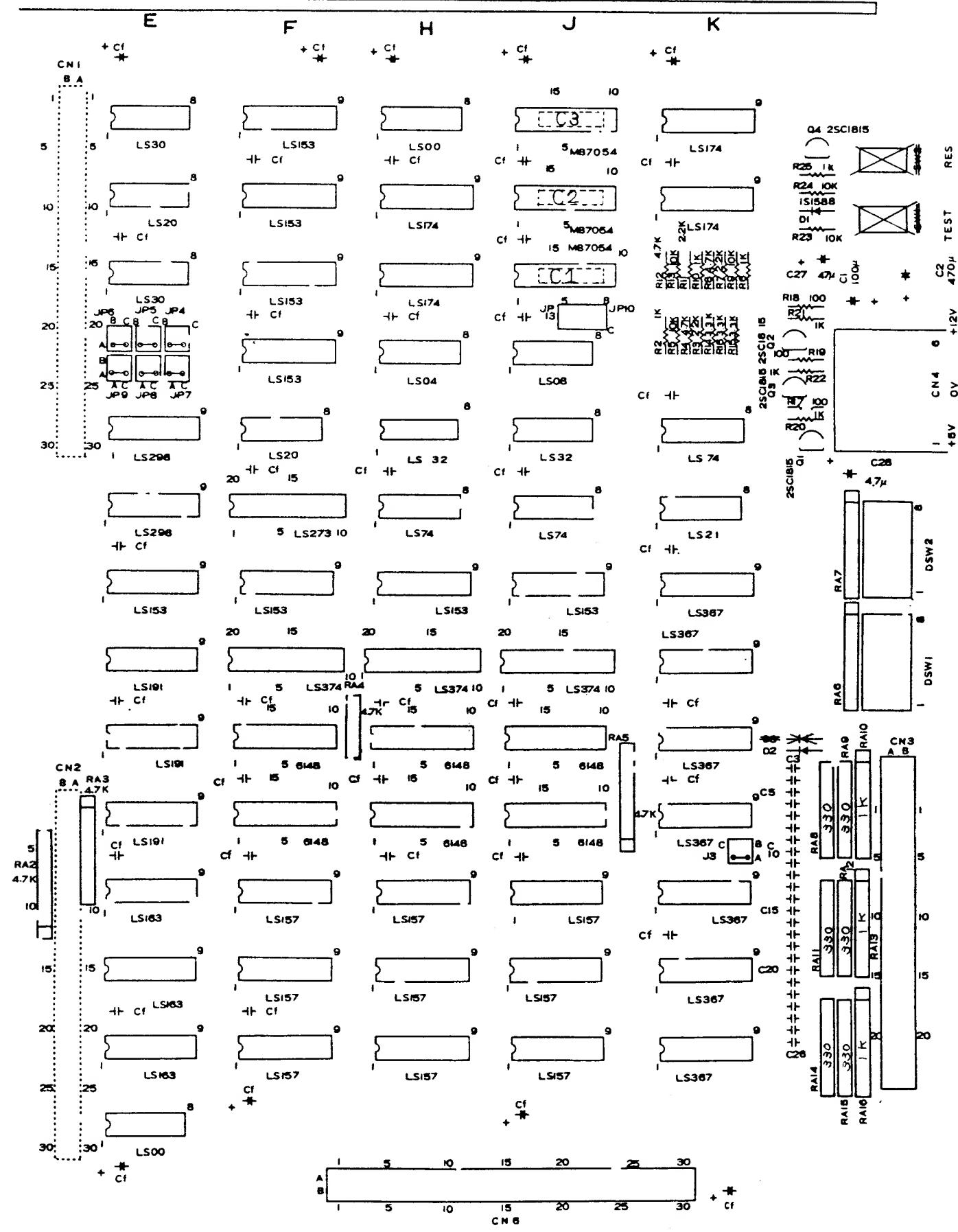
PARTS LAYOUT



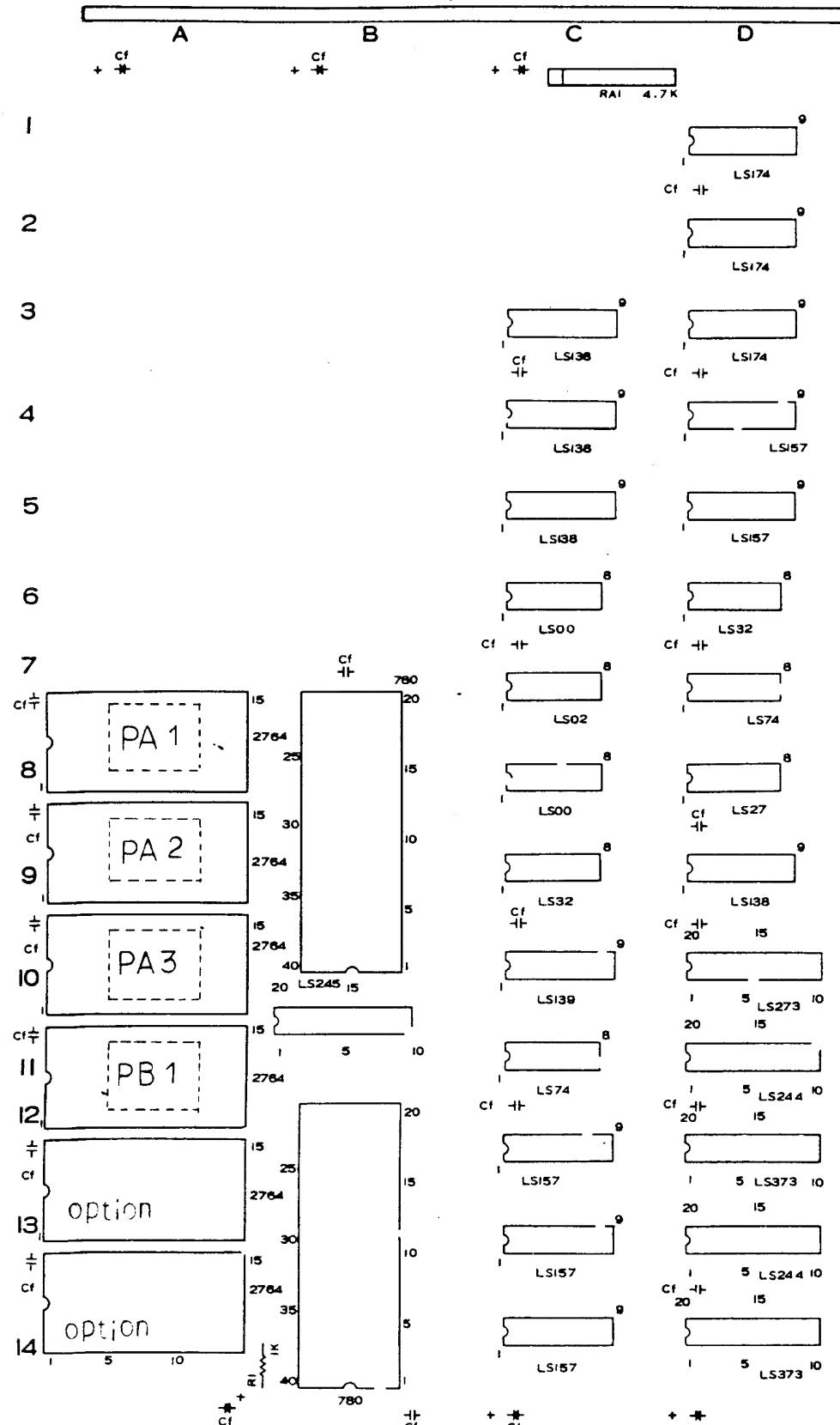
PARTS LAYOUT & NUMBER OF ROM



PARTS LAYOUT

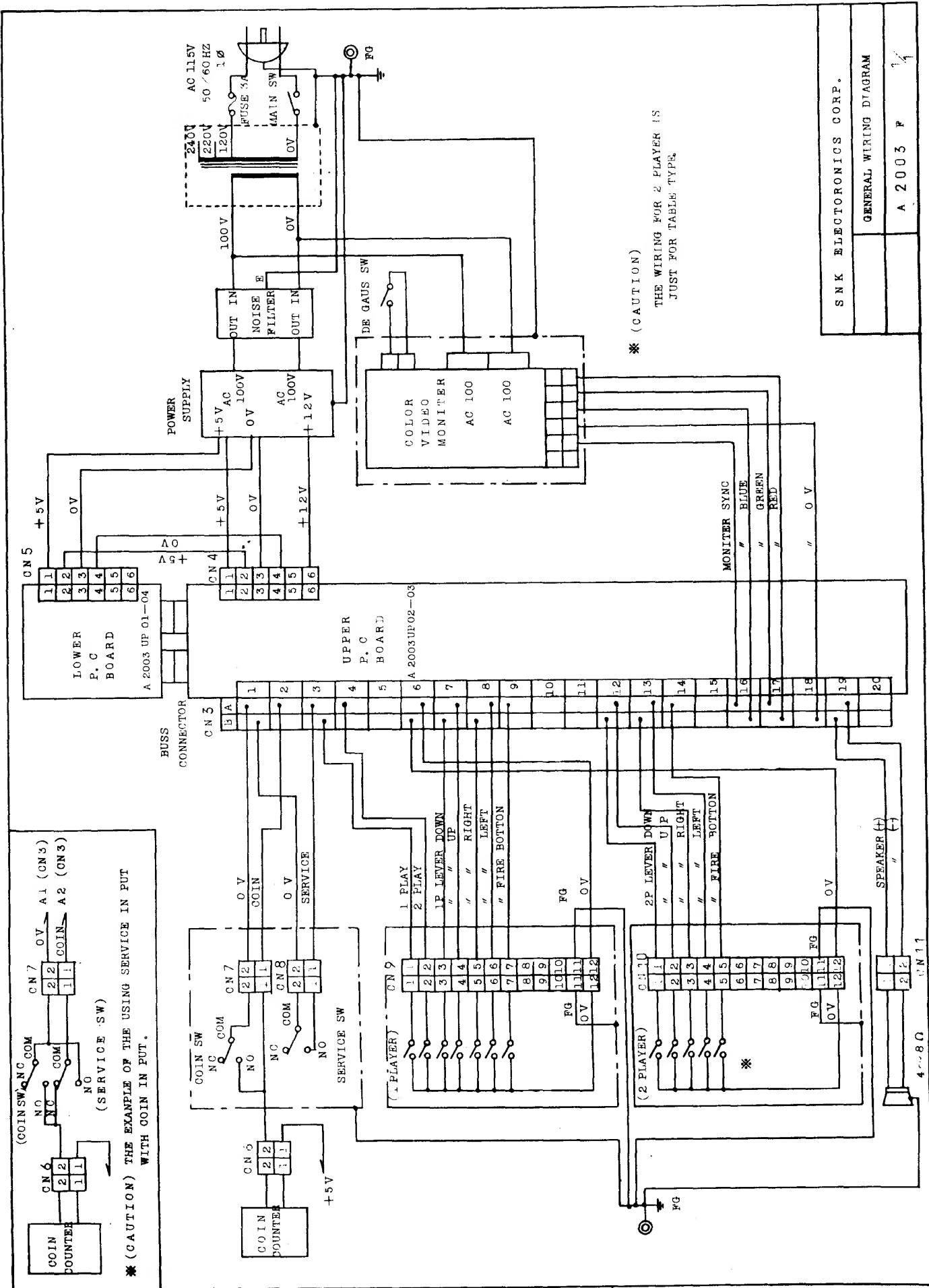


PARTS LAYOUT & NUMBER OF ROM



A2003UP02-03 MADE IN JAPAN SNK ELECTRONICS

PARTS LAYOUT



1 DC POWER SUPPLY CONNECTOR (VHR - 6N)

CN4

PIN	SIGNAL	
1	+ 5V	RED
2	+ 5V	"
3	0 V	BLACK
4	0 V	"
5	NC	
6	+ 12V	YELLOW

CN5

PIN	SIGNAL	
1	+ 5V	RED
2	+ 5V	"
3	0 V	BLACK
4	0 V	"
5	NC	
6	NC	

2 SIGNAL CONNECTOR (PS - D4C - 40 : JAE)

CN3

PIN	SIGNAL		PIN	SIGNAL	
A 1	0 V		B 1	0 V	
2	COIN		2	NC	
3	SERVICE SW	NOTE 1	3	1 PLAYER SELECT	
4	2 PLAYER SELECT		4	NC	
5	NC		5	NC	
6	0 V		6	0 V	
7	1 PLAY UP		7	1 PLAY DOWN	
8	" LEFT		8	" RIGHT	
9	" FIRE		9	" PUSH 2	NOTE 3
10	NC		10	NC	
11	NC		11	NC	
12	2 PLAY UP	NOTE 2	12	2 PLAY DOWN	NOTE 2
13	" LEFT	"	13	" RIGHT	"
14	" FIRE	"	14	" PUSH 2	NOTE 3
15	NC		15	NC	
16	VIDEO SYNC		16	VIDEO BLUE	
17	" GREEN		17	" RED	
18	NC		18	" 0 V	
19	SPEAKER (-)		19	SPEAKER (+)	
20	NC		20	NC	

(NOTE 1) COIN INPUT CAN BE USED FOR SERVICE INPUT.
REFER TO WIRING DIAGRAM (A2003F).

(NOTE 2) THE WIRING FOR 2-PLAYER IS JUST FOR TABLE-TYPE.

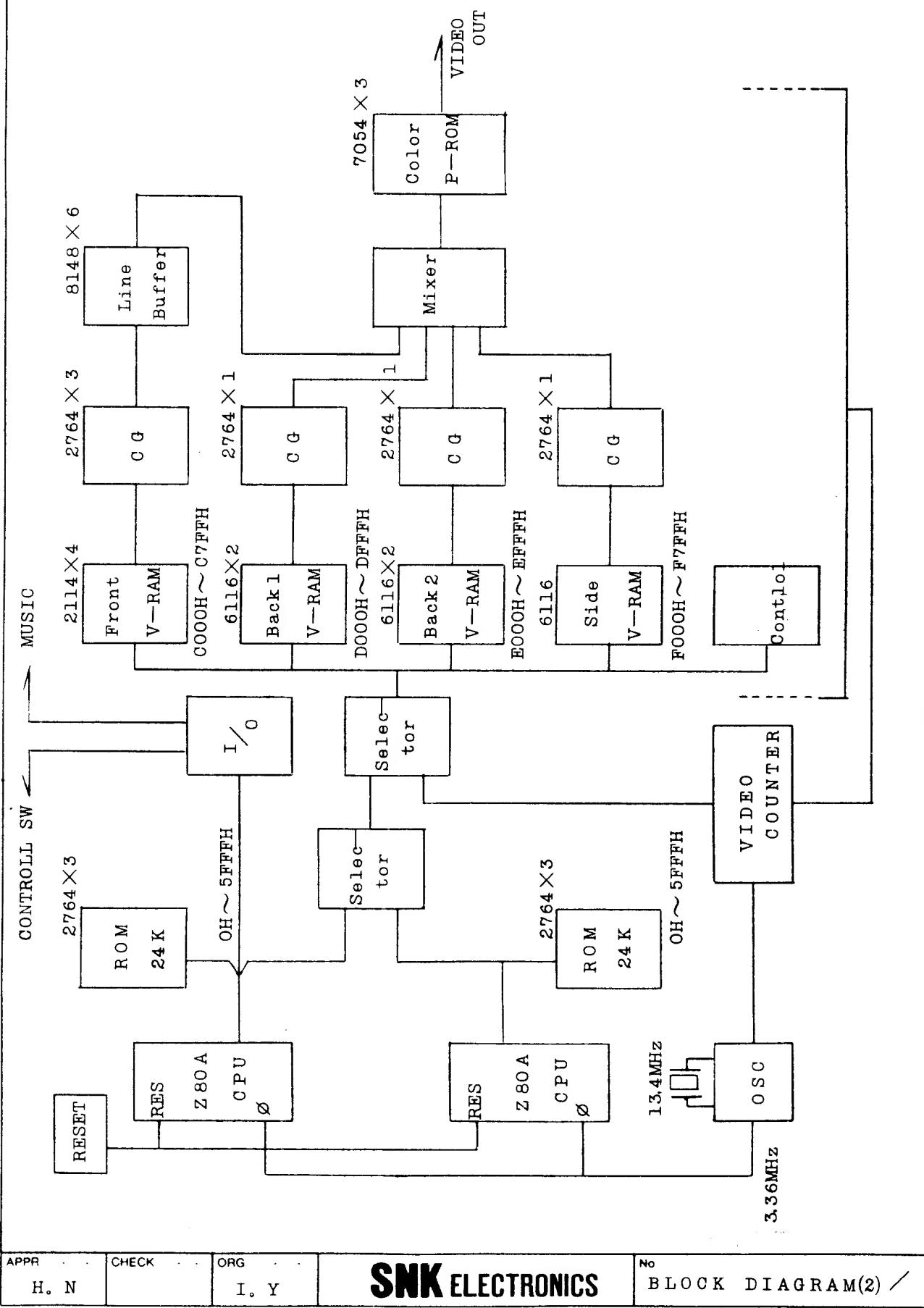
(NOTE 3) 1 PLAY PUSH 2 — EXTRA FOR THE FUTURE GAMES.
2 PLAY PUSH 2

(NOTE 4) DO NOT USE EMPTY PINS.

(NOTE 5) THE SPECIFICATION ON COIN COUNTER IS +5V POWER USED ONLY.
THE CALCULATING SPEED 600 COUNTS/M. (duty 50%)

APPR	CHECK	ORG	SNK ELECTRONICS	No. /
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BLOCK DIAGRAM — MAIN BOARD



APPR

CHECK

ORG

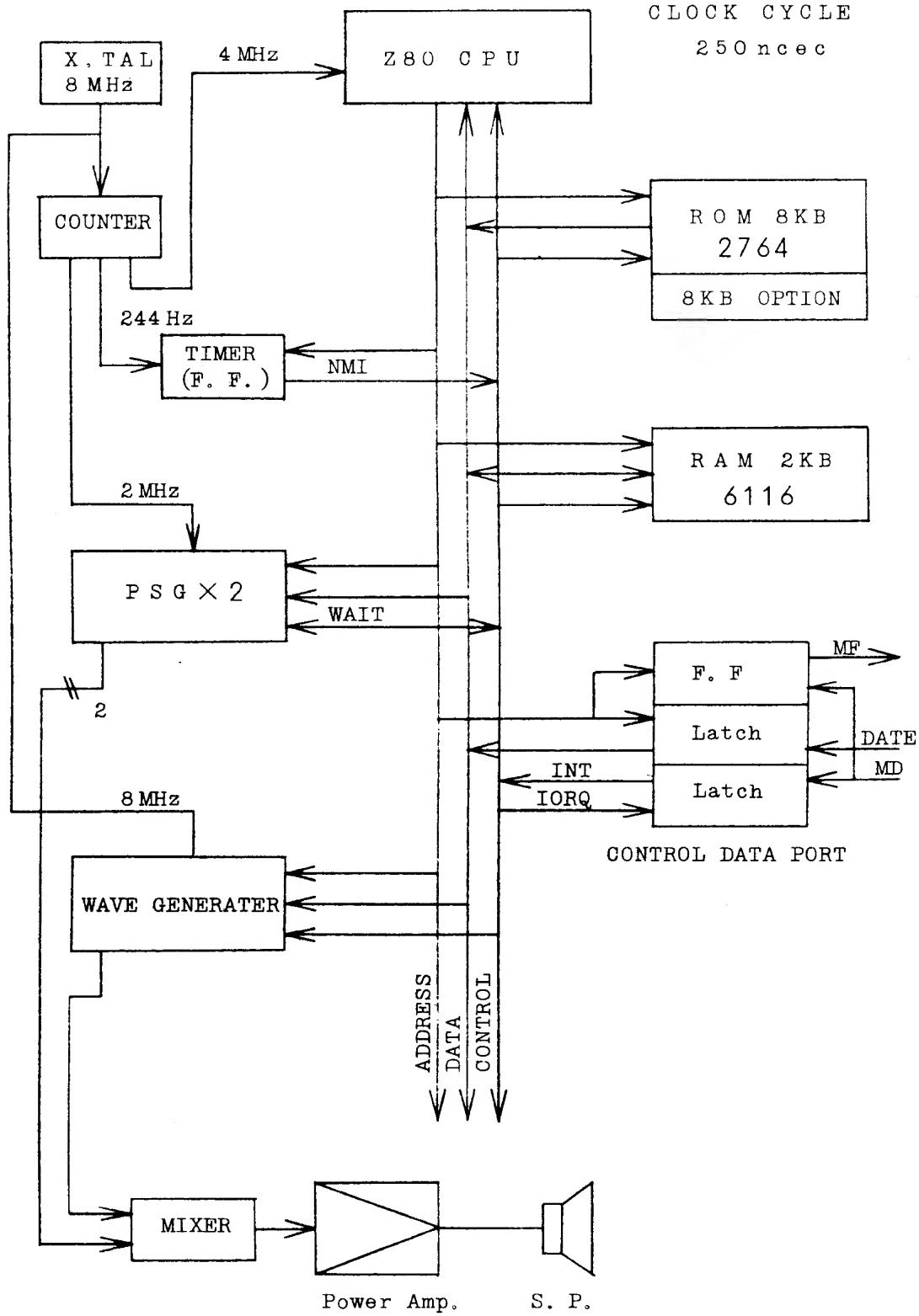
SNK ELECTRONICS

NO **BLOCK DIAGRAM(2)** /

BLOCK DIAGRAM—SOUND BOARD

CLOCK CYCLE

250 n c e c



MAIN BOARD

APPR

CHECK

2

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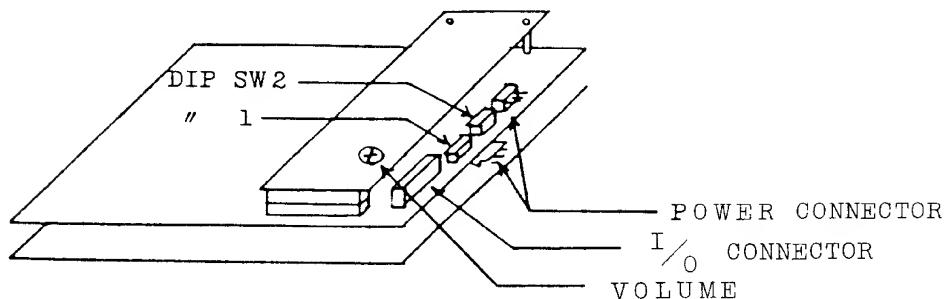
ORG.

SNK ELECTRONICS

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No B L O C K D I A G R A M (1) /

1 INSTRUCTION ON MAIN P. C. BOARD



2 DIP SW SETTINGS

2-1 DIP SW 1

SW No	8	7	6	5	4	3	2	1
NUMBER OF PLAY 1					OFF	ON	ON	
" 2					OFF	ON	OFF	
" 3					OFF	OFF	ON	
" 5					OFF	OFF	OFF	
PLAY CAN BE CONTINUED					ON			
COIN/PLAY 1/1		OFF	ON	ON	ON			
" 1/2		OFF	ON	ON	OFF			
" 1/3		OFF	ON	OFF	ON			
" 1/5		OFF	ON	OFF	OFF			
" 1/6		OFF	OFF	ON	ON			
" 2/1		OFF	OFF	ON	OFF			
" 3/1		OFF	OFF	OFF	ON			
" 5/1		OFF	OFF	OFF	OFF			
FREE PLAY	ON							
SCREEN STOP	ON							

2-2 DIP SW 2

SW No	8	7	6	5	4	3	2	1
1st BONUS 10000						ON	ON	ON
" 20000						ON	ON	OFF
" 30000						ON	OFF	ON
" 40000						ON	OFF	OFF
" 50000						OFF	ON	ON
" 60000						OFF	ON	OFF
" 70000						OFF	OFF	ON
" 80000						OFF	OFF	OFF
2nd BONUS NO USED					ON	ON		
" +1st BONUS					ON	OFF		
" +1st×2					OFF	ON		
" +1st×3					OFF	OFF		
MUSIC IN ATTRACT MODE				OFF				
TABLE		OFF						
SWITCH THE SCREEN	OFF							

THE EXAMPLE OF 2ND BONUS:

1st BONUS = 30000

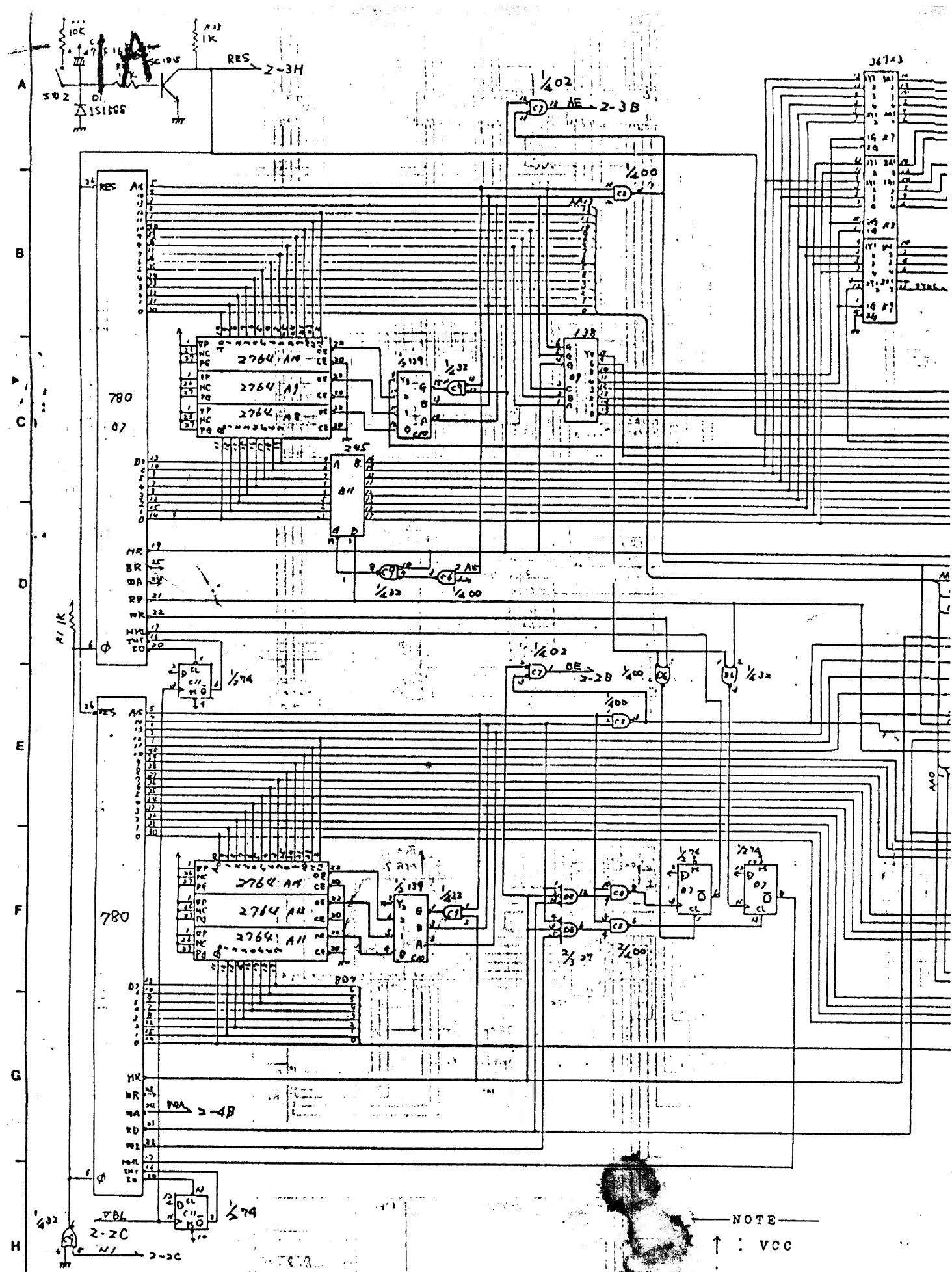
2nd BONUS = 1st × 2

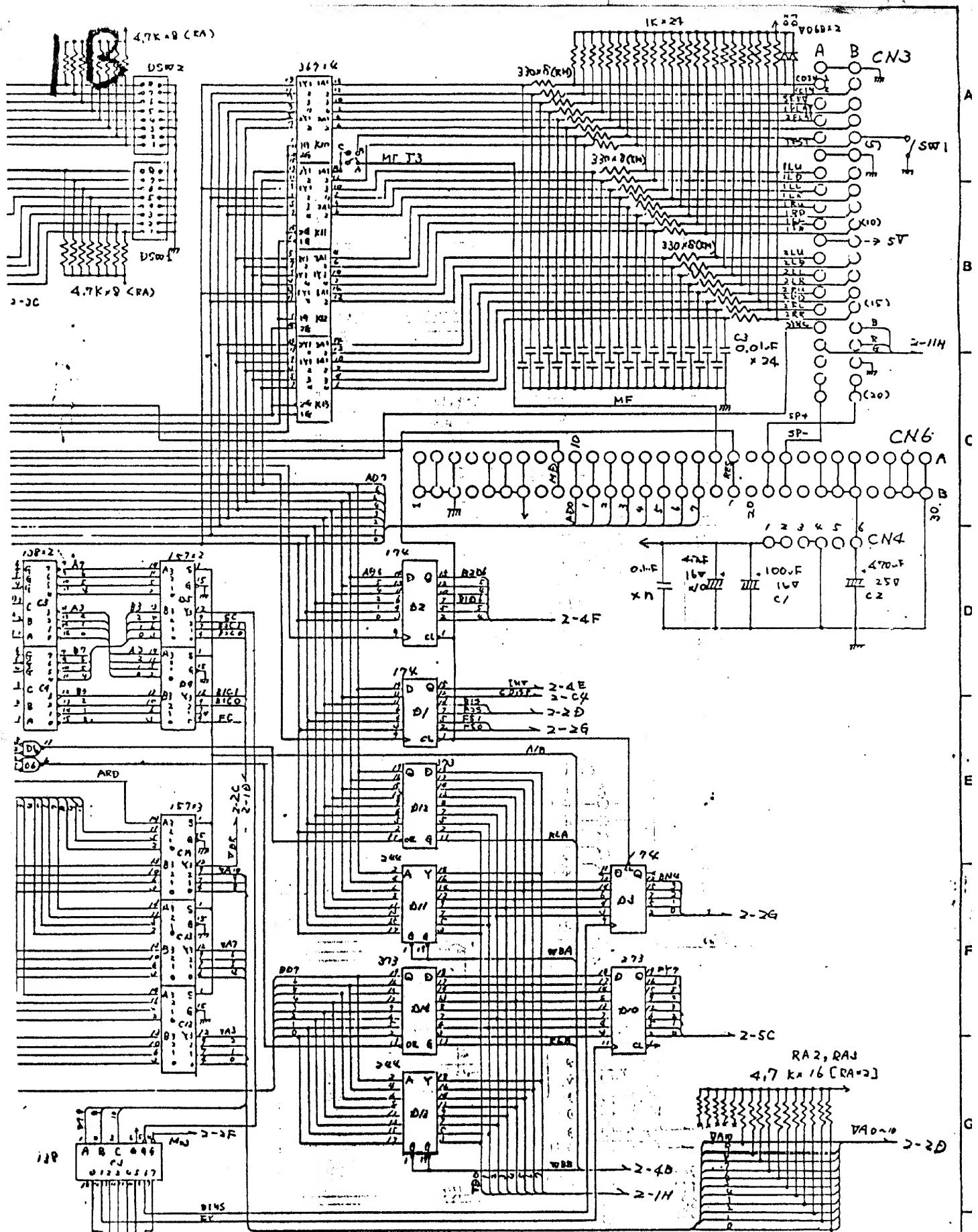
2nd BONUS POINT = 1st + 1st × 2

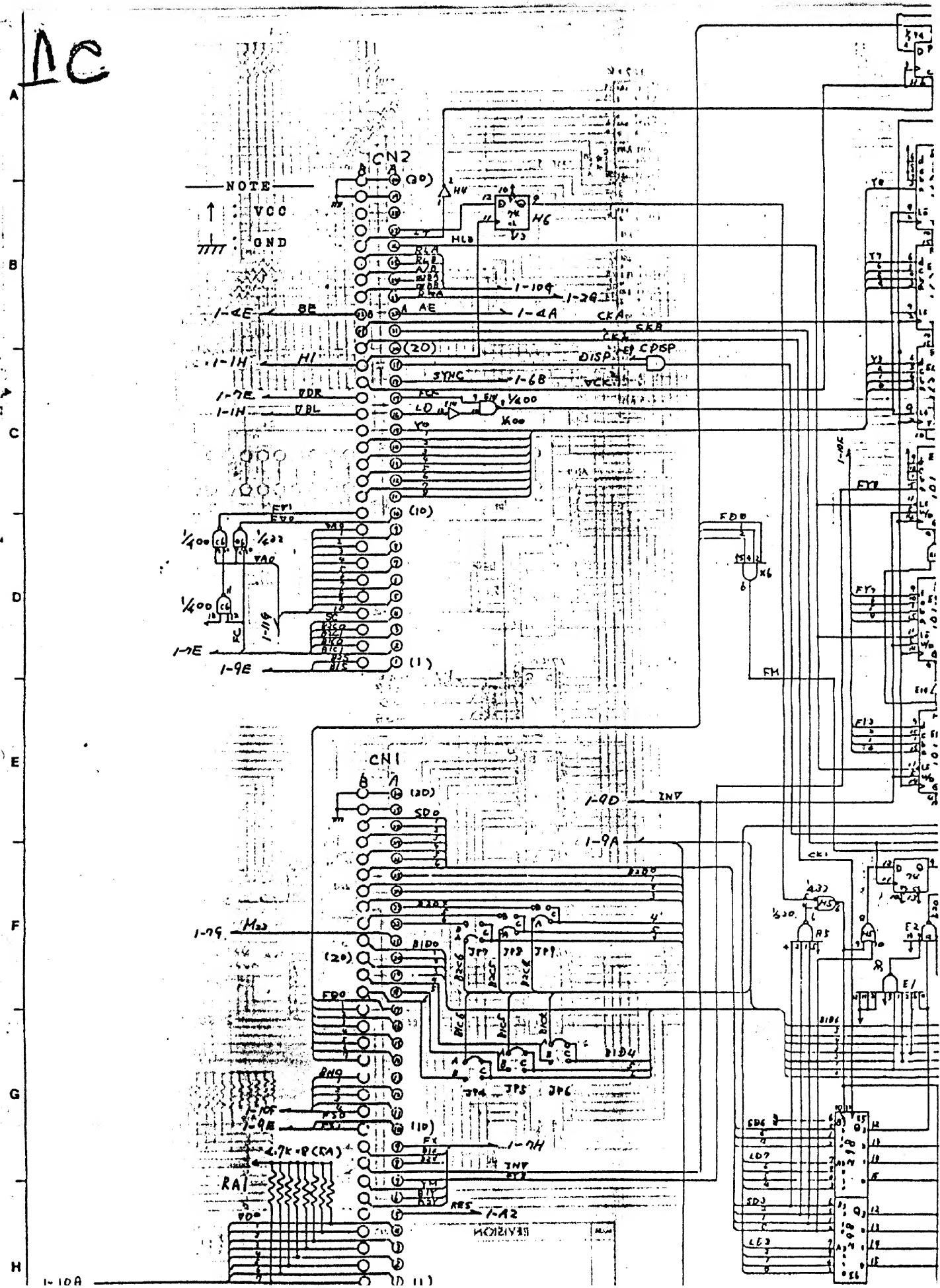
= 30000 + 30000 × 2 = 90000

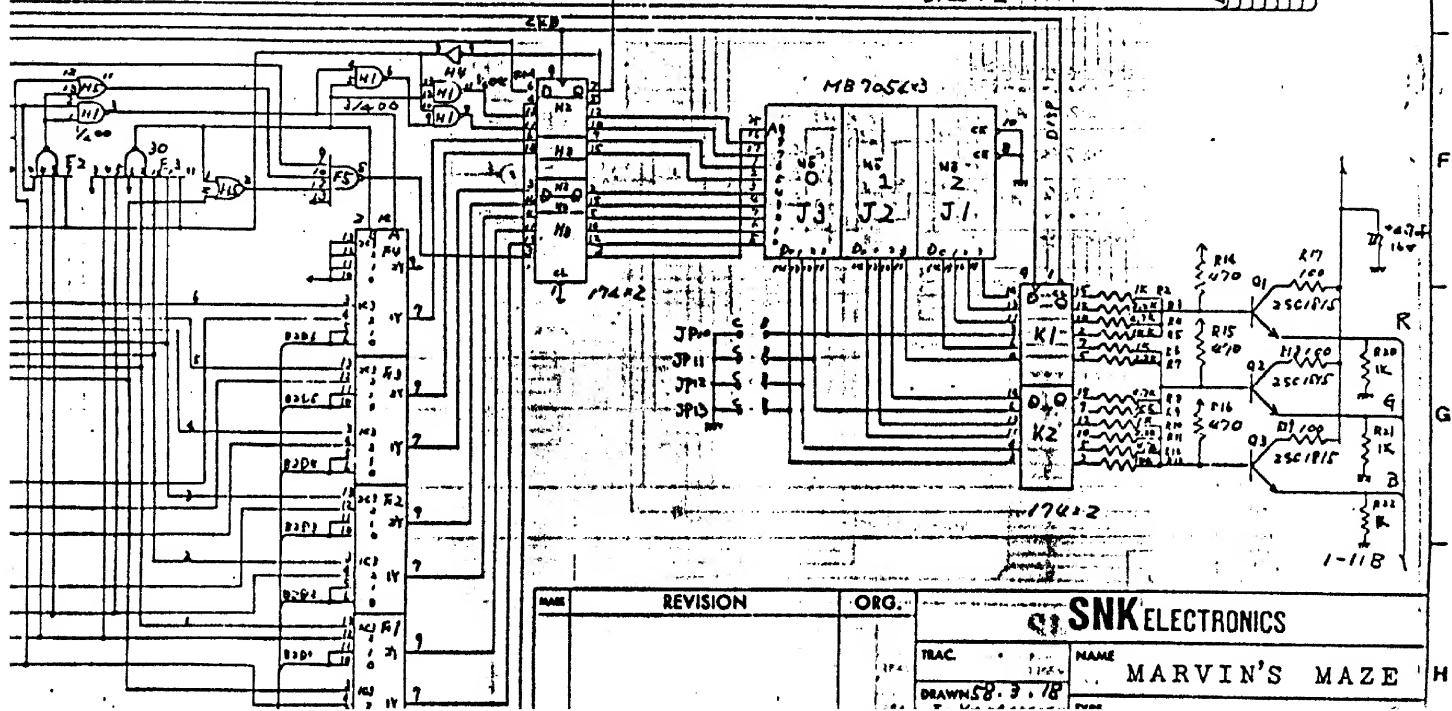
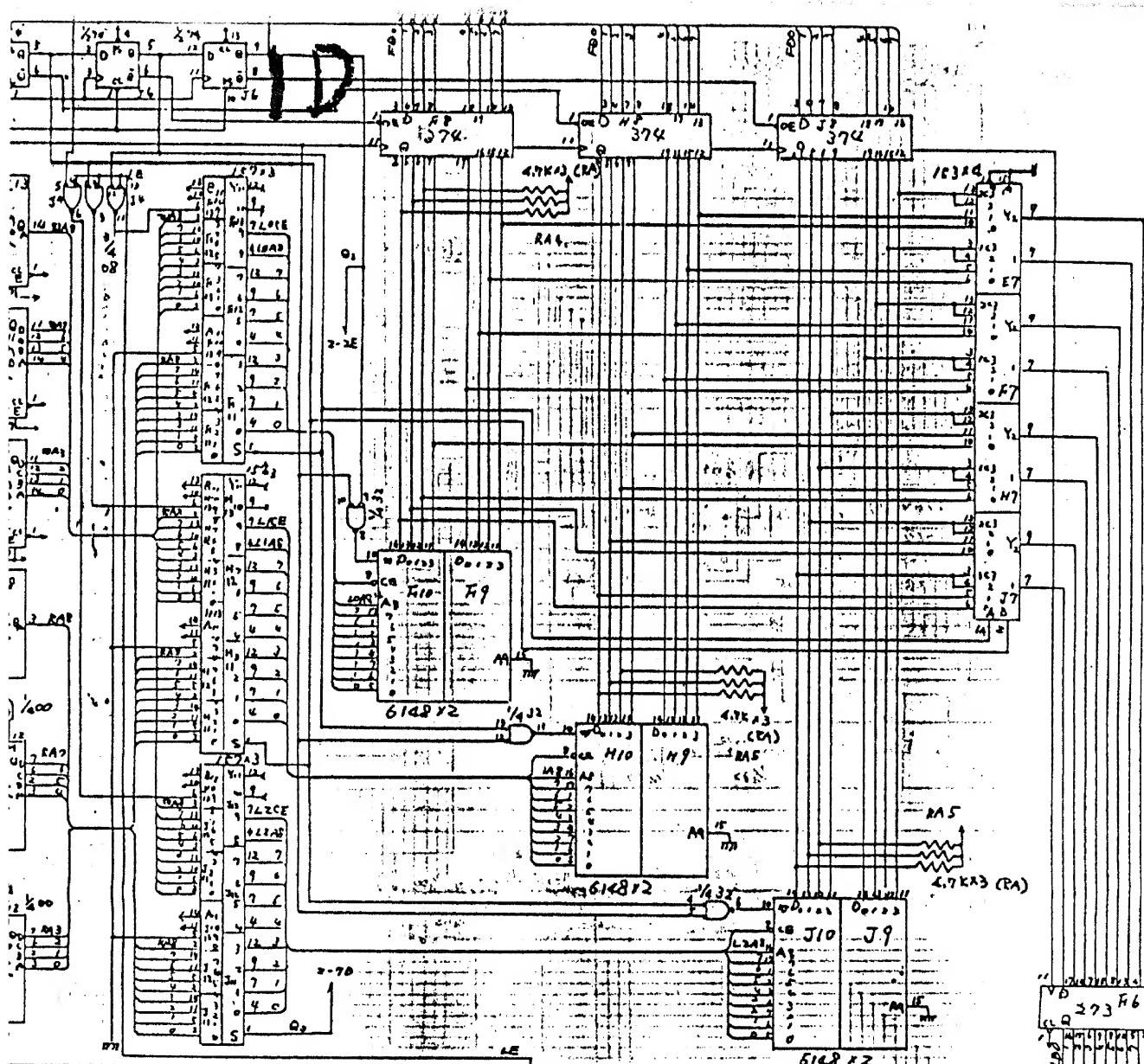
SWITCH THE SCREEN

WHEN THE DIRECTION OF PLAYER 1 IS
INCORRECT, USE "ON".



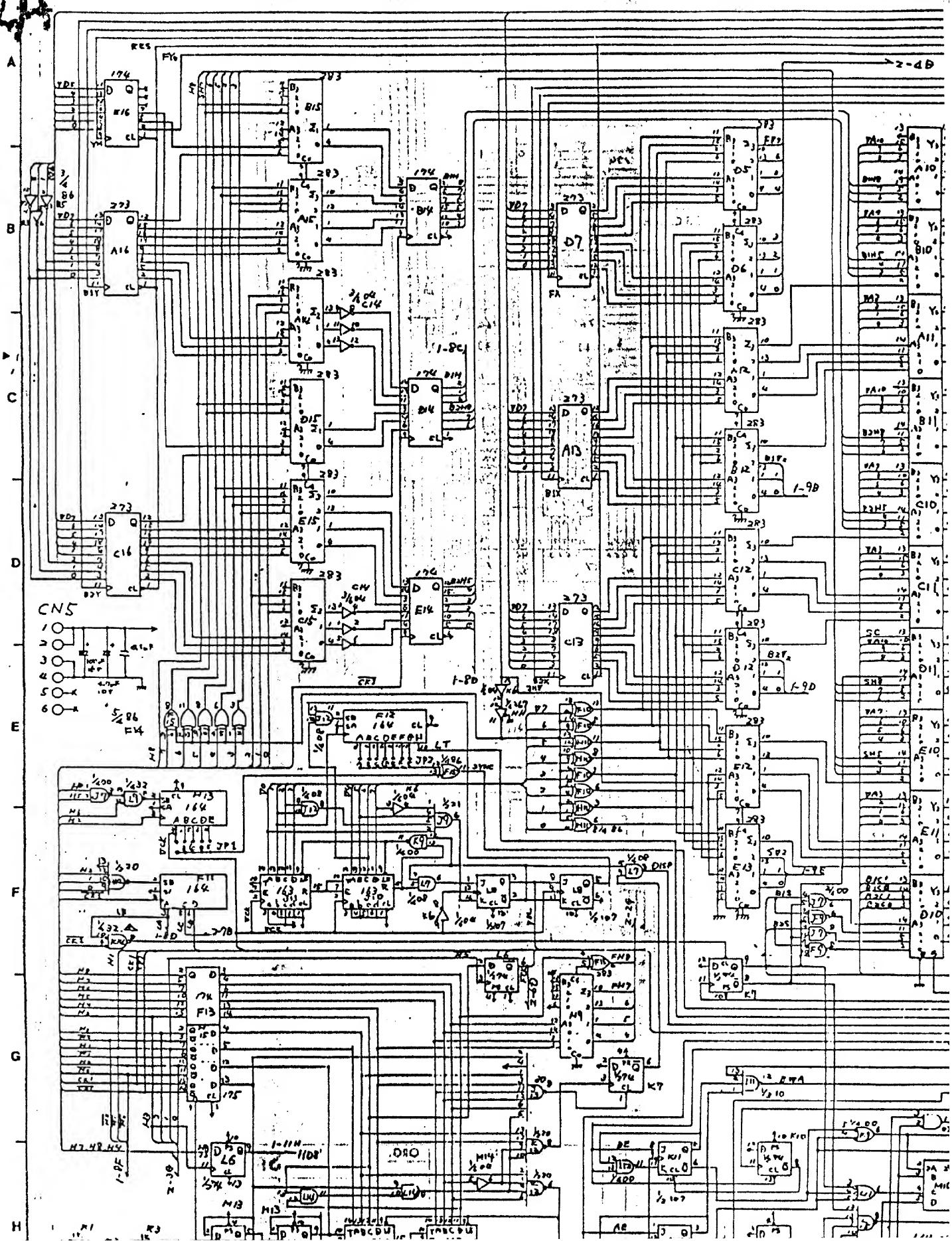


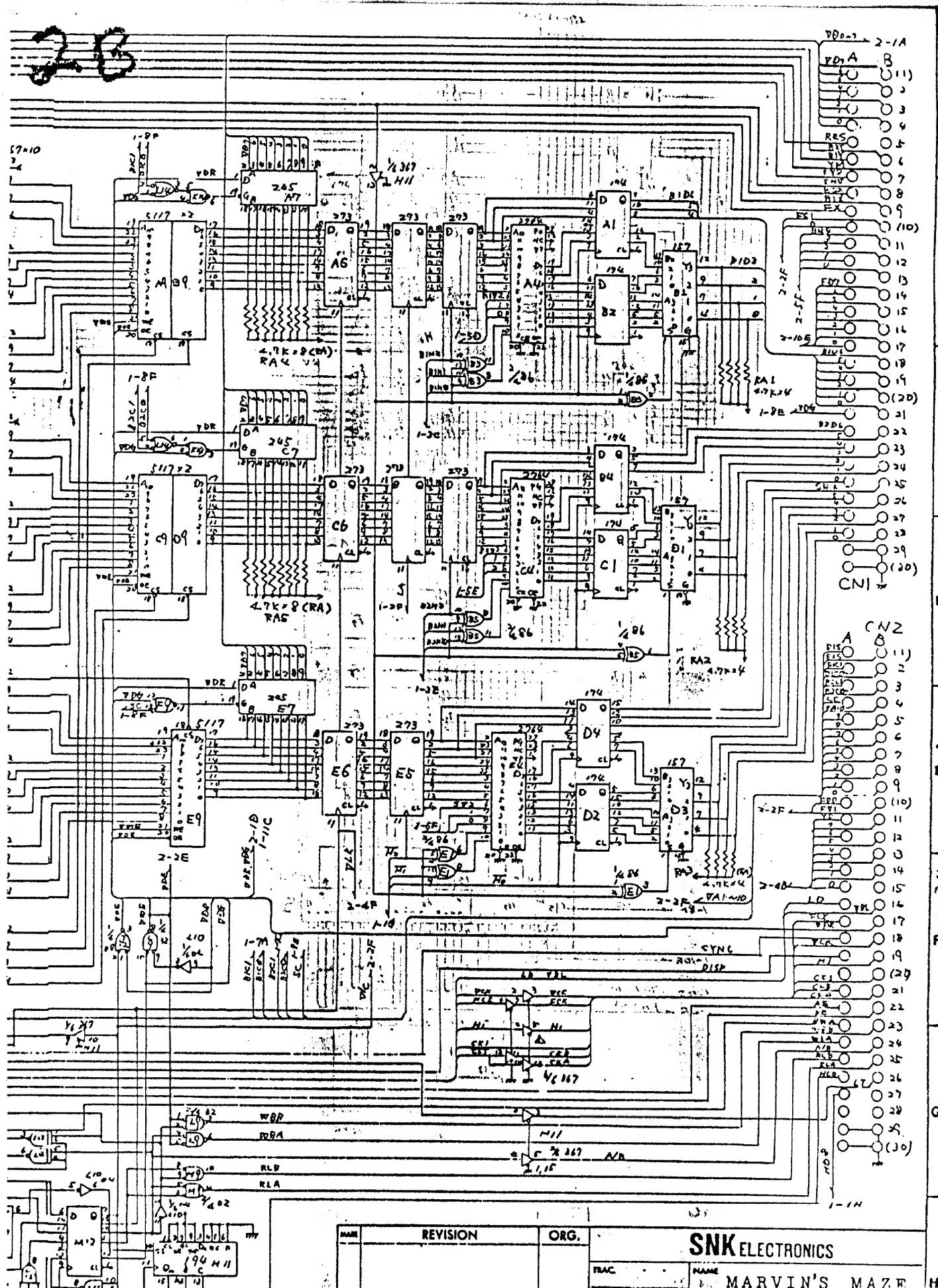


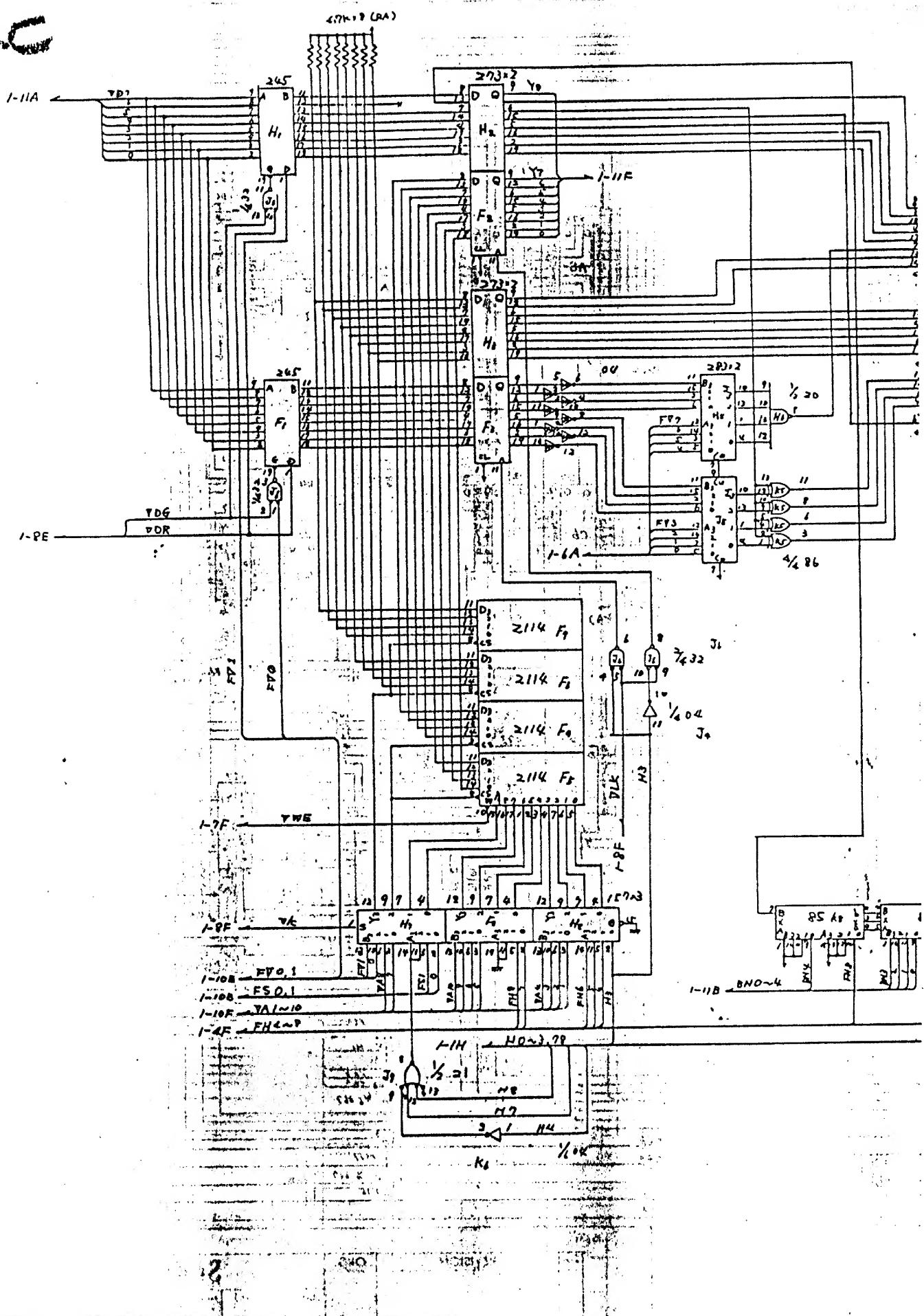


NAME	REVISION	ORG.	SNK ELECTRONICS
TRAC	11/85		
DRAWN 58-3-18	11/85		MARVIN'S MAZE

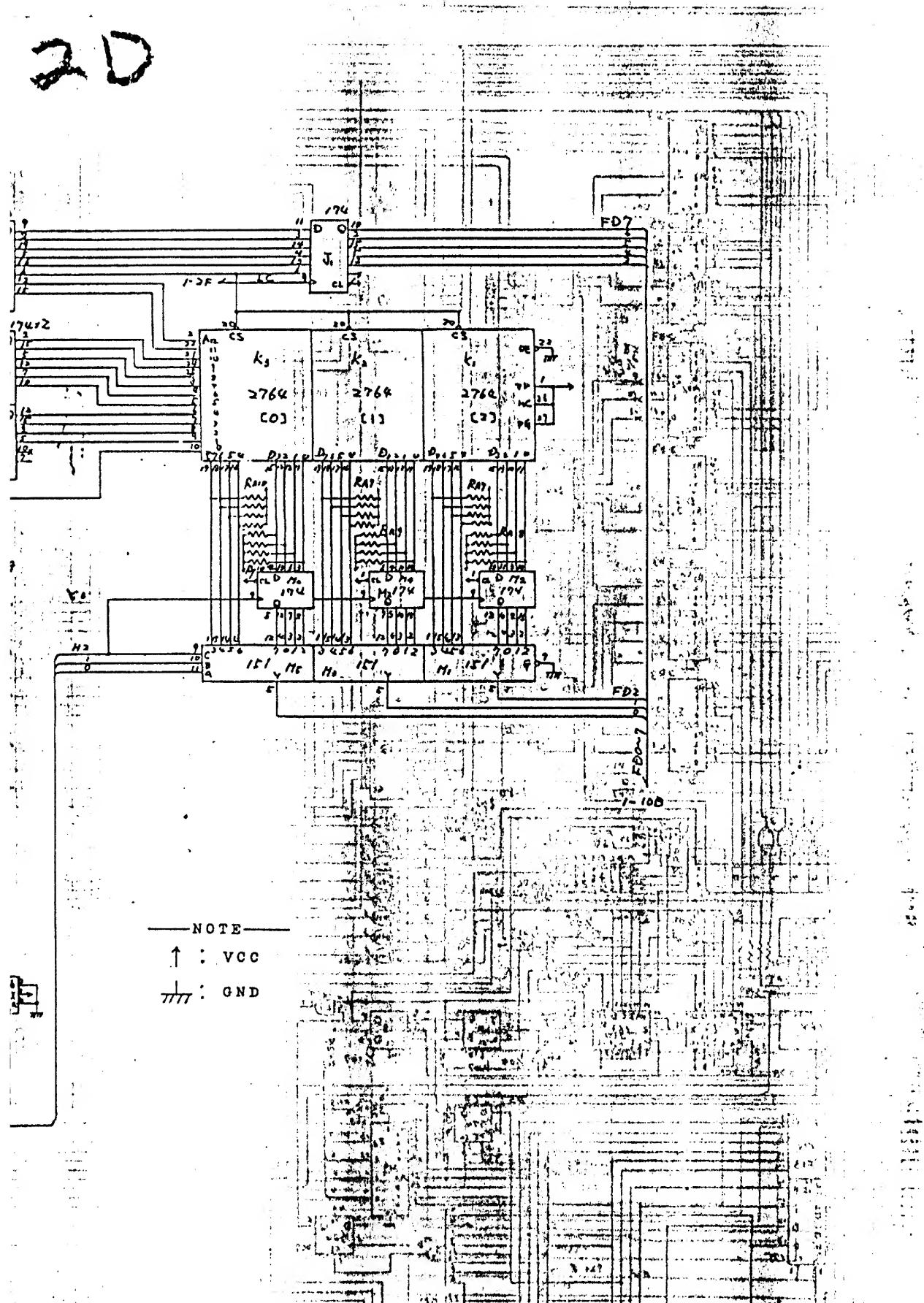
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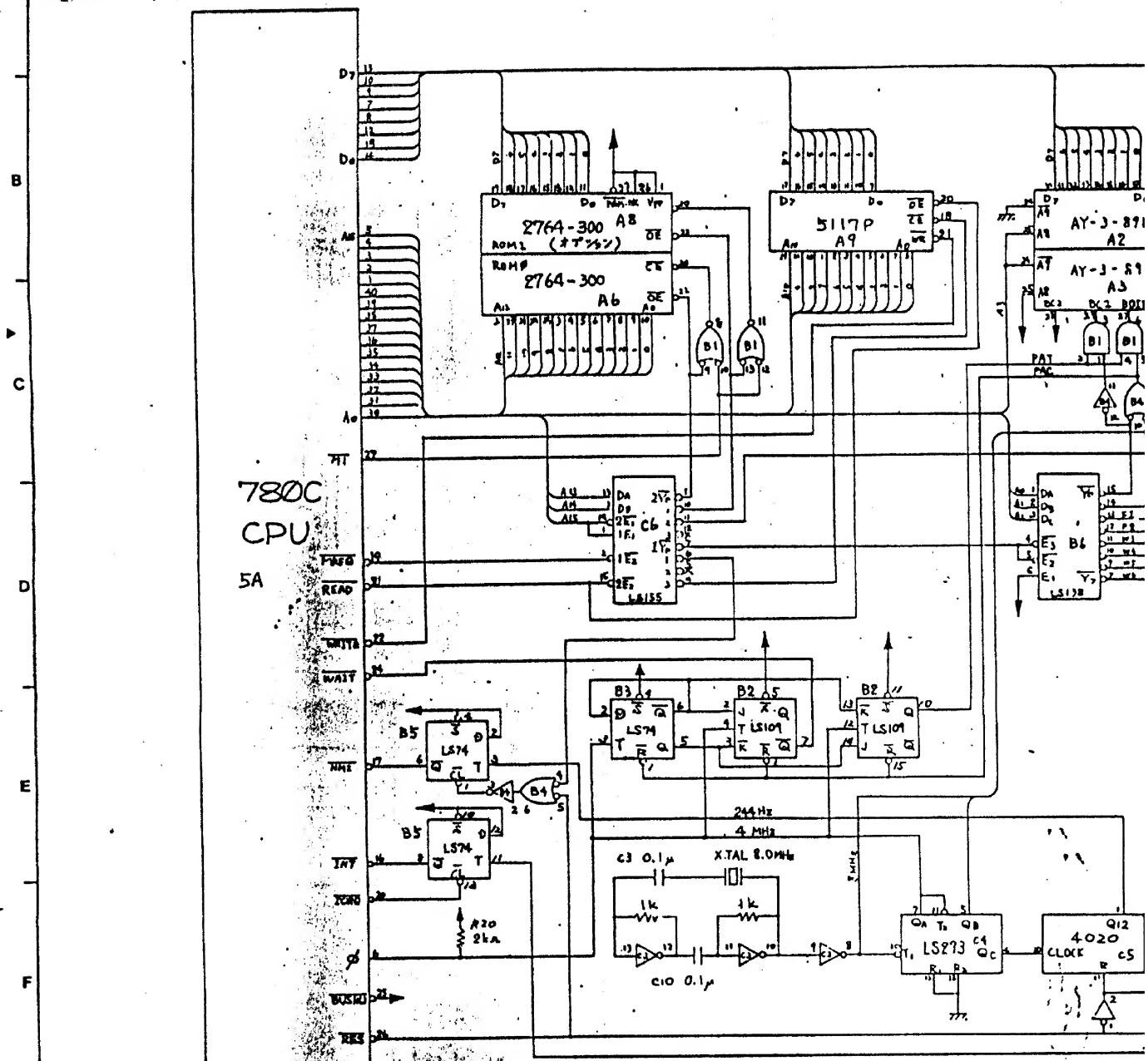


—NOTE—

↑ : vcc

~~7777~~ : GND

3A



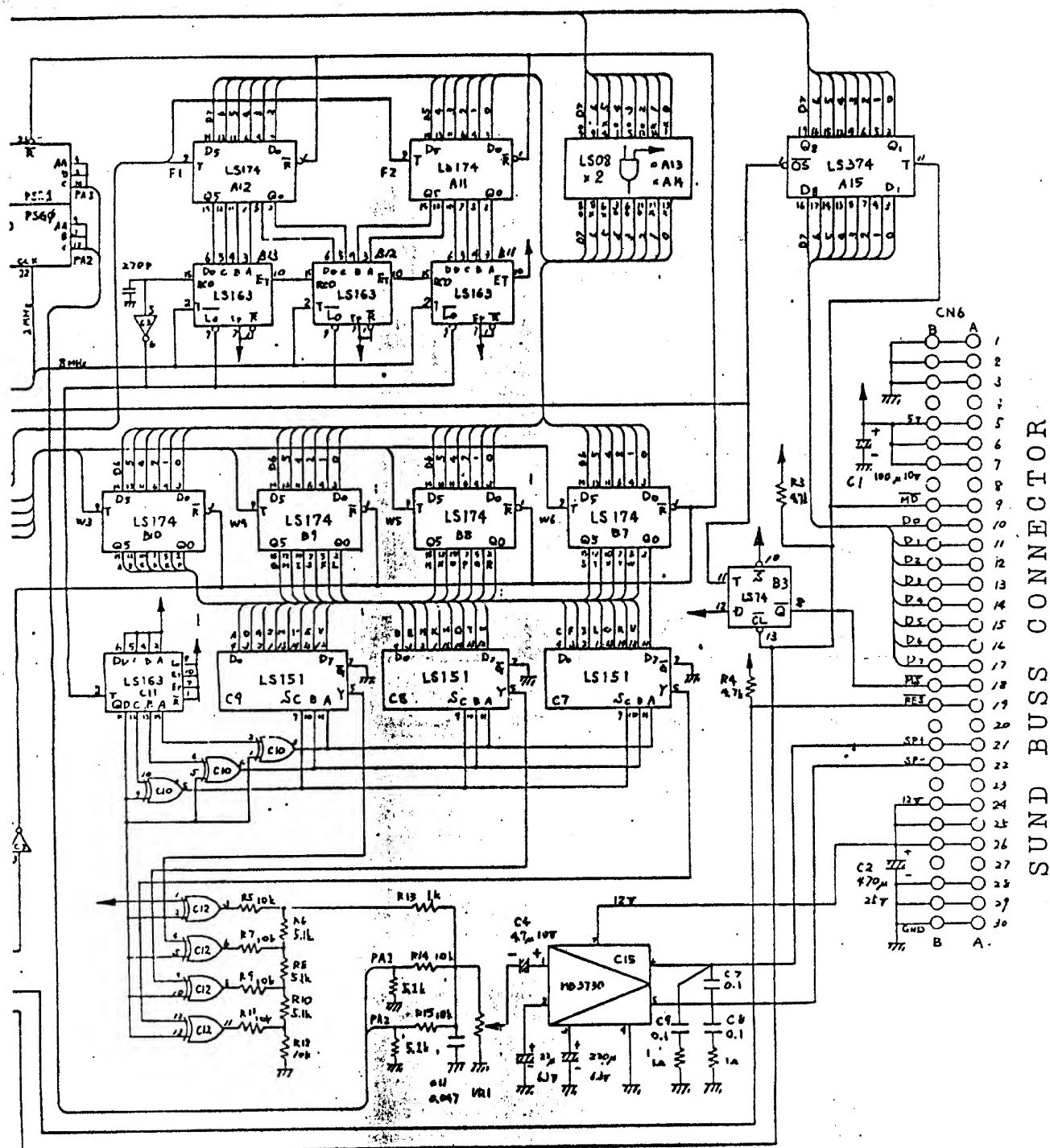
—NOTE—

↑ : vcc

1111 : 0 N D

	VCC	GND
780 CPU	11	29
2764 ROM	28	14
5117 RAM	24	12
AT- J- 8110 PS21	40	1
4020 or 4040	16	8

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SUND BUSS CONNECTOR

NAME	REVISION	ORG.	SNK ELECTRONICS
			NAME MARVIN'S MAZE
			TYPE SOUND SCHEMATIC
			DATE 04.04.2023
			A 2003 UC 03-01